

1 **ABSTRACT**

2 Audio/video programming content is made available to a receiver from a
3 content provider, and meta data is made available to the receiver from a meta data
4 provider. The meta data corresponds to the programming content, and identifies,
5 for each of multiple portions of the programming content, an indicator of a
6 likelihood that the portion is an exciting portion of the content. In one
7 implementation, the meta data includes probabilities that segments of a baseball
8 program are exciting, and is generated by analyzing the audio data of the baseball
9 program for both excited speech and baseball hits. The meta data can then be used
10 to generate a summary for the baseball program.

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